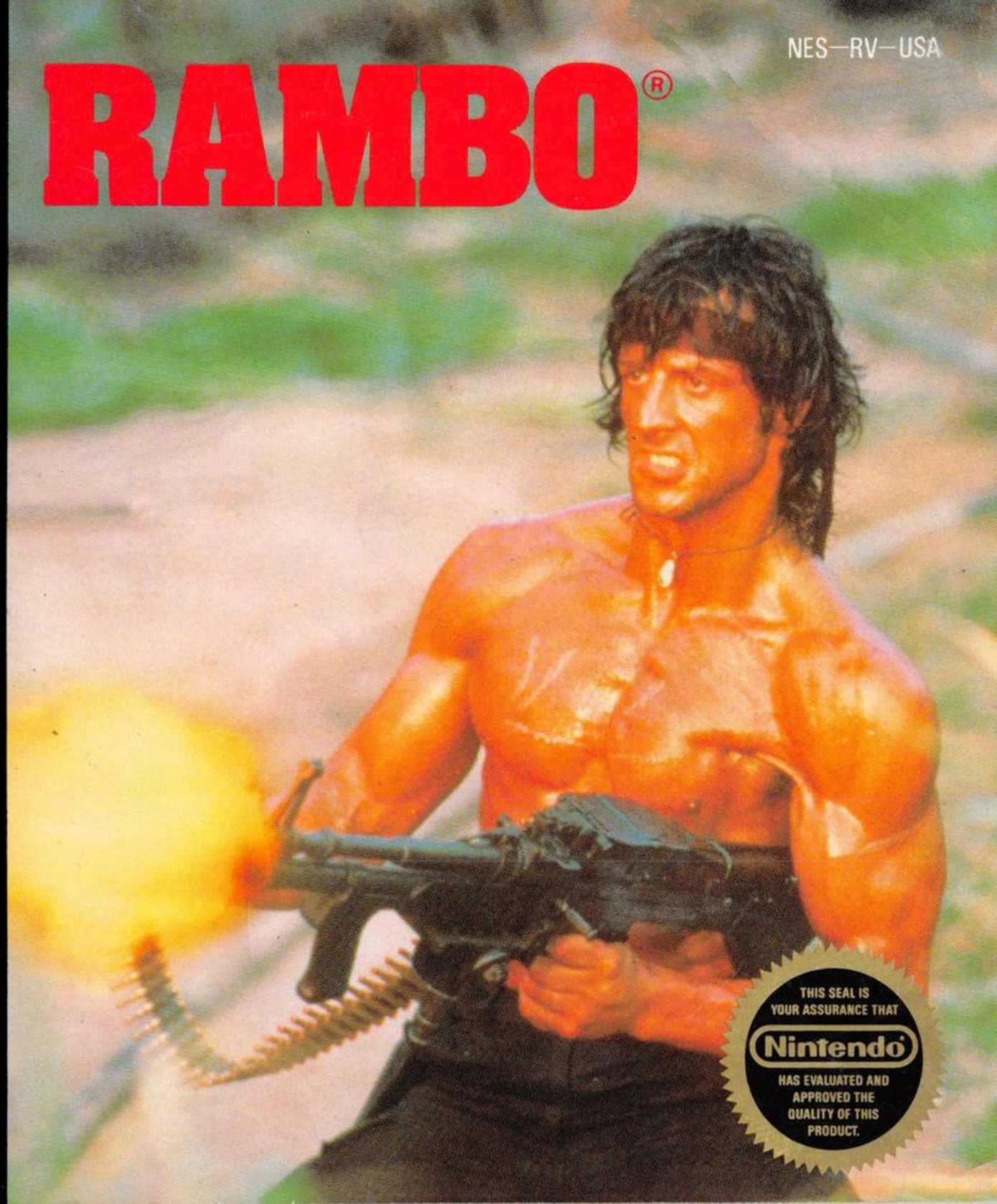
NES—RV—USA

RAMBO®



GAME PAK INSTRUCTIONS

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT.

"You're making a big mistake, Murdock," said Colonel Trautman to the man who just intentionally left two Americans prey to the vengeance of the Viet Cong.

"Yeah, what mistake?" was Murdock's heartless reply.

"You're not dealing with an ordinary man, Murdock. You're dealing with *RAMBO*®

©1988 Acclaim Entertainment, Inc.
Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

RAMBO'S REVENGE

You are Rambo.® The most decorated Green Beret hero of the cold, cold Vietnam War.

The war has been over for quite some time now, but for guys like you, whose skills are survival and human endurance, the war has never ended. You left buddies behind — guys who didn't make it back, guys who you believe are still there and still alive.

But now you've been given a chance to go back. Back to the war that was never really quite finished. Back to what it is you do best. You accept a reconnaissance assignment headed by the paperpusher, Murdock.

"All we need you to do, son, is take a few photographs. Nothing else," warns Murdock.

Somehow you don't trust him.

Once back in the rain forests, you look for your contact. Who may turn out to surprise you.

Together, you set out for the alleged POW camp. But not before you do a good deed or two.

If you get to the POW camp, try to rescue at least one of our guys. And, in spite of insurmountable odds, see if you can make it to the extraction point at the precise

moment that Trautman and his team helicopter in, or there's no telling when — or if — they'll come back for you.

And even if you do make it, guess what? They may not pick you up anyway. Remember Murdock? Just maybe he had a reason for not wanting you to rescue any of the POW's.

And here, after 36 hours of hell, is where your mission really begins...

BEGINNING THE MISSION

1. Make sure the power switch is OFF.
2. Insert the Rambo® cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

TO START: Press START, then BUTTON A.

TO CONTINUE: Press SELECT, then START. Put in your MISSION CODE (see *Using your MISSION CODE* page 15) using the ARROWS and BUTTON A, to begin from where you last left off.

NOTE: When you start from the beginning, you will enter into a conversation with Colonel

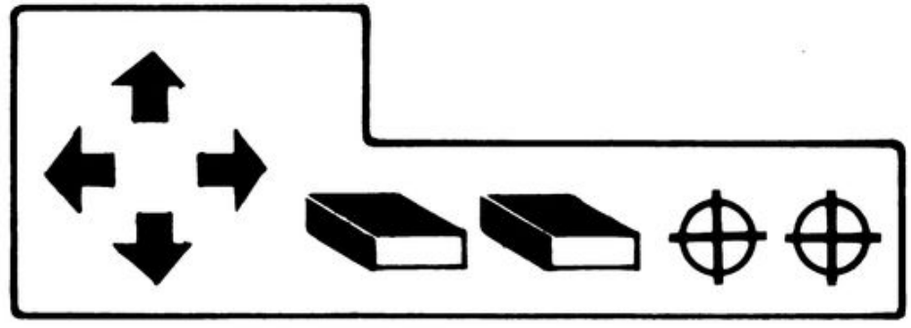
Trautman. Press BUTTON A to continue with the conversation and to accept the assignment.

THE CONTROLS

The following illustration shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.

All terms referred to in the following section (like ACTION, CONVERSATION and STATUS SCREENS) will be explained in detail in the next section.

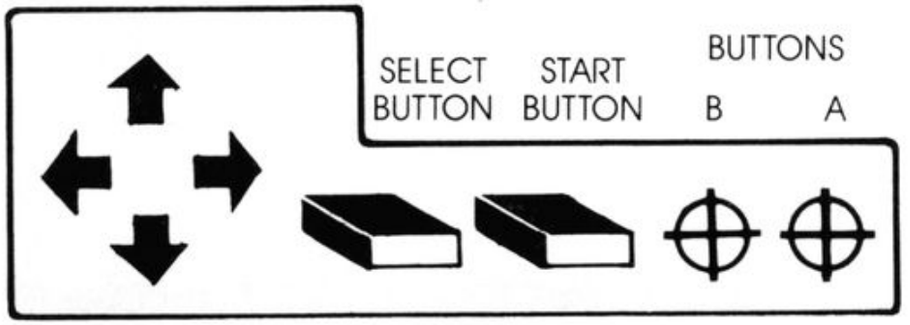
CONTROLLER



UP ARROW — To go North or South. To talk to someone. To enter closed doors.

DOWN ARROW — To duck.

RIGHT/LEFT ARROW — To move East or West.



BUTTON A — To jump in ACTION SCREEN. To continue a conversation in CONVERSATION SCREEN.

BUTTON B — To use weapons.

SELECT BUTTON — To select a weapon in ACTION SCREEN.

START BUTTON — To start, pause or restart game. To go to STATUS SCREEN from CONVERSATION SCREEN.

TO MOVE RIGHT OR LEFT — Press the CONTROLLER RIGHT or LEFT.

TO DUCK — Press the CONTROLLER DOWN.

TO JUMP — Press BUTTON A.

TO JUMP UP OR DOWN — Press BUTTON A and the UP or DOWN ARROW simultaneously.

TO SELECT A WEAPON — press the SELECT BUTTON.

*NOTE: Your selection will be highlighted in the box at the top of the screen. (See **The Screen,** page 9)*

TO FIRE OR THROW A WEAPON — press BUTTON B.

TO GO NORTH or SOUTH — Stand on top of a transfer point (they are marked **N** and **S**), and press the UP ARROW.

(NOTE: You can also use this command to board a helicopter.)

TO ENTER A CLOSED DOOR — Stand in front of door and press the UP ARROW.

TO TALK TO SOMEONE — Walk up to that person and press the UP ARROW.

(NOTE: Some people — especially those with guns — may not want to talk to you.)

TO CONTINUE TALKING — Press BUTTON A.

(NOTE: This opens the next conversation box. Continue pressing BUTTON A until you have read everything.)

TO VIEW THE STATUS SCREEN — Press the START BUTTON during a conversation. Press it again to EXIT the STATUS SCREEN.

TO PAUSE — Press the START BUTTON.

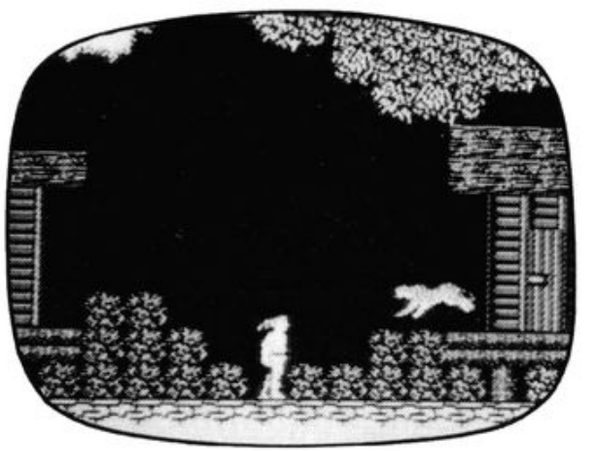
TO RESTART — Press the START BUTTON again.

IN AND AROUND THE MISSION SITE

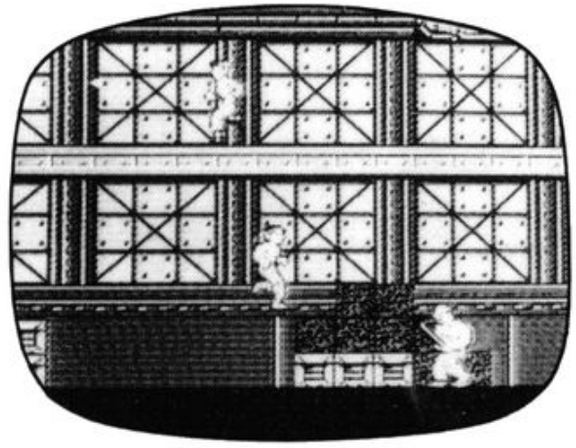
The terrain here is beautiful, but treacherous. And ever-changing. So once you leave operations headquarters and approach the alleged POW camp, you'll encounter many different types of geographic challenges.

You'll make your way through deep, dark forests filled with deadly creatures. You'll climb over strange rock formations. And crawl through dark caverns where a lantern could be your most valuable weapon.

There'll be times when you must wade through muddy waters, filled with nasty living things. Other times, you'll have to avoid moving through the water and take the bridges. There are even waterfalls that you'll have to cross.



You'll also encounter many man-made obstacles. You'll find buildings with doors which you should try to enter. Or piles of blocks which, when broken, may reveal some very interesting contents.



So be resourceful. Explore everything. Try everything. Leave no stones unturned — and as few enemies alive as possible.

And above all, don't give up. Remember, you were chosen for your knowledge of this area. If you can't penetrate it, no one can.

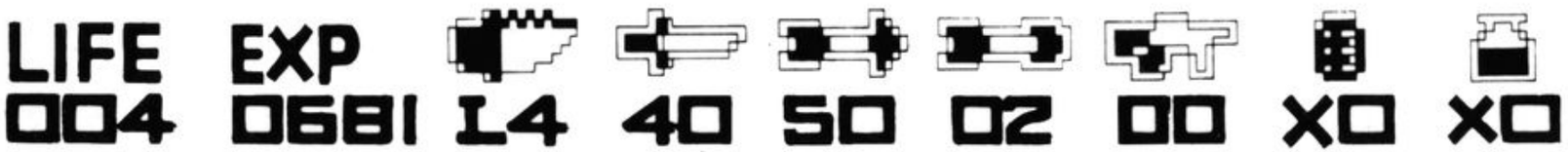
THE SCREENS

These are the three different types of screens: the action screen, the status screen and the conversation screen.

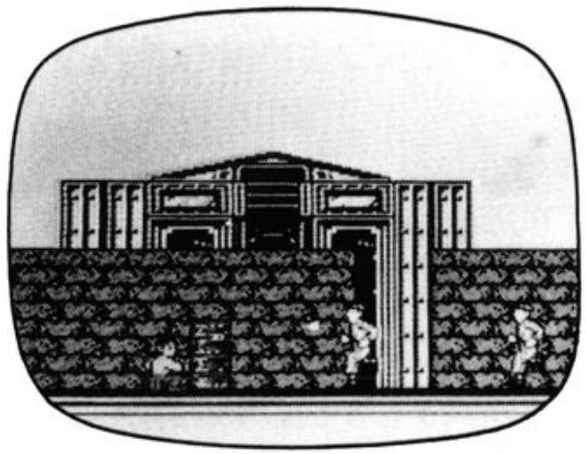
THE ACTION SCREEN

This is where all the main action takes place. The walking, running, jumping, fighting and weapons collecting.

Across the top of the ACTION SCREEN you will see the following:



Here's what each of these numbers and pictures represent (from left to right across the top of the screen) and how to use them:



Life Energy

You start out with 100 units of life energy. As you lose battles or strength this number starts to decrease.

However, there are ways to replenish your life energy. One way is by taking medicine that you find along the way. Another way is to rest when given the opportunity.

And finally, your life energy will be increased when you defeat certain super-enemies.

(NOTE: To take medicine: use the SELECT BUTTON to highlight the medicine bottle, then press BUTTON B.)

Combat Experience

You acquire experience points each time you defeat certain enemies. When the number of experience points you've acquired reaches its quota, then your STRENGTH LEVEL will be raised another notch. *(See below.)*

Strength Level

The number following the "L" underneath the knife represents RAMBO's STRENGTH LEVEL. When your COMBAT EXPERIENCE *(above)* gets high enough, your STRENGTH LEVEL will be raised.

The higher the strength level, the better your weapons work. For example, if your level is L1, it may take 7 throwing knives to beat an enemy. But if your level is L4, you may be able to defeat the same enemy with just one throwing knife.

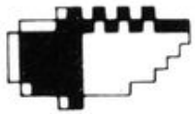
The highest STRENGTH LEVEL is LEVEL 7. To see how many COMBAT EXPERIENCE points you need to get to the next level, take a look at the status screen. *(See Status Screen, page 14)*

20 EXPERIENCE POINTS takes you to LEVEL 1

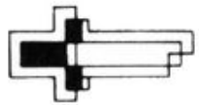
300 EXPERIENCE POINTS takes you to LEVEL 2

600 EXPERIENCE POINTS takes you to LEVEL 3

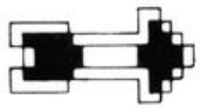
1500 EXPERIENCE POINTS takes you to LEVEL 4

Combat Knife 

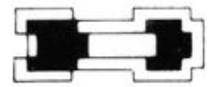
This knife is RAMBO's prized possession. With it, he is able to defeat most of his enemies with just one stab.

Throwing Knife 

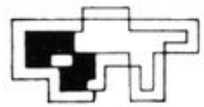
These have a limited range. And are limited in number. So use them wisely. You'll receive more throwing knives when you beat certain enemies.

Bow and Arrow 

Arrows have a longer range than throwing knives. And they are particularly valuable against flying enemies.

Exploding Arrow 

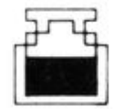
These are twice as powerful as regular arrows. So save them to use against very powerful enemies.

Machine Gun 

Powerful? Absolutely. Because its rapid-fire capabilities make it extremely valuable.

Hand Grenade

Another good one when it seems that everything else is a lost cause. Especially against enemies in high places.

Medicine Bottle 

Take this as soon as the screen starts flashing. It's worth 100 points of LIFE ENERGY.

Collecting points, weapons, supplies and rewards.

Whenever you beat most enemies, you will see a reward float up towards the top of the screen. This reward may be a weapon, medicine, or experience points.

Other floating objects include the following:

Hearts — When you find one of these your LIFE ENERGY is restored.

J — This means you will be able to jump higher than usual. But only for a limited time.

S — It stands for SPEED. Which means you will temporarily be able to run faster than ever.

THE CONVERSATION SCREEN

There are several people that RAMBO® must talk to during the course of his mission. Like Colonel Trautman, his teacher and mentor· Murdock, the director of the operation; Co, his guide and many others.

It's important that you pay close attention to what all these people tell RAMBO.® Because many of them — especially Co — have important instructions and advice.

Your mission is to sneak into the enemy camp and find them out.
Are you up to it?
I'm not afraid of Death.
I feel better in a prison.

To talk to someone, approach them and press the UP ARROW as you contact them. This will automatically put you in the CONVERSATION SCREEN.

To move through the CONVERSATION SCREEN press BUTTON A after you have read everything.

To point to answers to questions, use the UP and DOWN arrows. Then press BUTTON A to select that answer.

THE STATUS SCREEN

From time to time, it's important to take a look at your STATUS SCREEN. It tells you how much time has elapsed, what items you have in inventory, what your life energy is and how much experience you have accumulated.

It also gives you your MAXIMUM LIFE ENERGY, which is how much energy you are able to get at any given time. Plus, you'll find the number of EXPERIENCE POINTS you'll need to reach the next STRENGTH LEVEL.

Last, but not least, the STATUS SCREEN gives you your MISSION CODE for that particular point in the game.

Using your MISSION CODE:

Your MISSION CODE allows you to start the game from where you last left off. So whenever you need to stop the game for any reason, or when the GAME OVER message appears, point to CONTINUE using the SELECT BUTTON, then press START. This will allow you to view the STATUS SCREEN, with your MISSION CODE.

Carefully copy down this code, making sure to pay attention to which letters are capitalized. Then later, when you turn your system back on, select CONTINUE.

To enter your MISSION CODE, use the ARROWS on your controller to point the arrow on the screen to a particular letter or number. When the arrow is pointing to the one you want, press BUTTON A. Then go on to the next one.

When you have correctly entered everything, point the arrow to **END** and press BUTTON A again. If you need to change a particular character, use **BS** (BACK SPACE) to move back and **SP** (SPACE) to move forward.

BACK IN 'NAM

The jungles of Vietnam are not new to RAMBO.® It was here, during the war, that he built his reputation as one of the best guerilla warfare soldiers ever to enlist.

But RAMBO's familiarity with the jungles makes them no less treacherous. No less deadly. In fact, because he's virtually all alone, the risks are even greater.

Some enemies can be beaten instantly with RAMBO's combat knife. Others require several hits or heavier artillery — like machine guns and hand grenades. And much of it depends on the levels of experience RAMBO® has reached throughout the game.

Here is a listing of some of the enemies RAMBO® will encounter during this seemingly impossible operation.

SUPER ENEMIES

These are enemies who take more than one or two hits to defeat. And the rewards for eliminating them are often great.

Giant Spider

This super-enemy moves in all directions and spits deadly fireballs. It'll take many hits to get by it.

Bike Rider

Stay out of his way. If you can.

Robot

He moves up and down, but attacks diagonally. Watch him!

Sergeant Yushin

This Russian officer is likely to attack from out of nowhere.

Lieutenant Colonel Padovsky

One of the meanest enemies of all. And he gets great pleasure from torturing his enemies.

Helicopter

This Mil 21 is a regular flying fortress.

HUMAN ENEMIES

They usually carry weapons and are not very sociable.

Enemy Soldier

There are three types of enemy soldiers: the green, the blue and the red. All are tough to beat.

Other Enemy Officers

Watch out for these guys. They have guns.

Commandos

Some have grenades. Some have guns. All are dangerous.

WILD BEASTS

They come in all shapes, sizes and degrees of deadliness. There are many kinds of birds and insects. Plus a slew of others. Here are just a few:

Cobra

These stationary beasts strike without warning, shooting devastating fireballs. The only way to eliminate them is to get them right in the mouth.

Firecat

Attacks with fire.

Panther

One of the jungle's most dangerous creatures.

UNEARTHLY CREATURES

There are some things in the wild that just can't be explained in normal biological terms. Which certainly makes them no less deadly.

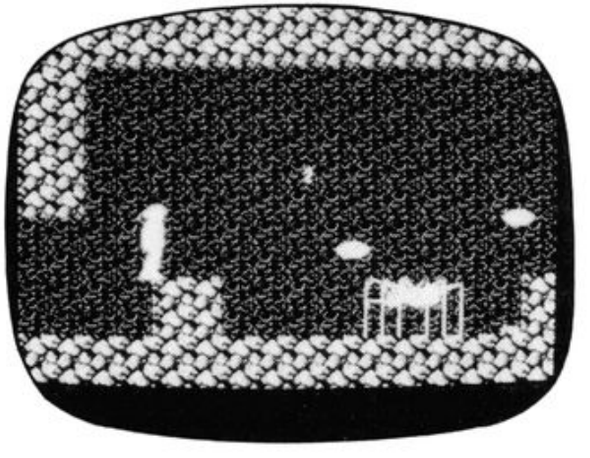
Skull

Their erratic movements make them difficult to hit. And difficult to avoid.

Skeleton

As eerie as he looks.

And this list is just the beginning. Before you're through you'll meet dozens of characters, some friendly, some deadly.



STAYING ALIVE

You begin the game with 100 life energy points. But as time and the trials of battle take their toll, that life energy will begin to fade.

You can gain life energy by performing certain deeds and by defeating certain enemies. Also by using the medicine and resting when given the opportunity. But that won't always be enough.

So if you lose all of Rambo's life energy and the game ends, mark down your MISSION CODE from that point in the game. Then you will be able to start from where you left off with 100% of your life energy. (See *Using your MISSION CODE,* page 15 .)

THE RAMBO® WAY

Part of what makes RAMBO® who he is, is his uncanny sense of resourcefulness — both in combatting the enemy and in simply keeping himself alive against the hostile forces of nature.

Here are a few tips for surviving the way RAMBO® would:

- Explore everything you can. Artillery, supplies, even help can be found in the most unusual places.
- Take your cues from people you talk to. It's often necessary to perform one person's command or suggestion before you're allowed to go on.
- Use your COMBAT KNIFE as often as you can. Rambo® is so accustomed to and "in tune" with his knife that it's almost like an extension of his body. And with it, many enemies can be overcome with just one strike.
- If you have a choice between fighting something or avoiding it, fight it. Because in doing so, you may be awarded valuable weaponry, experience points or life energy.

DO IT FOR THE REST OF THEM

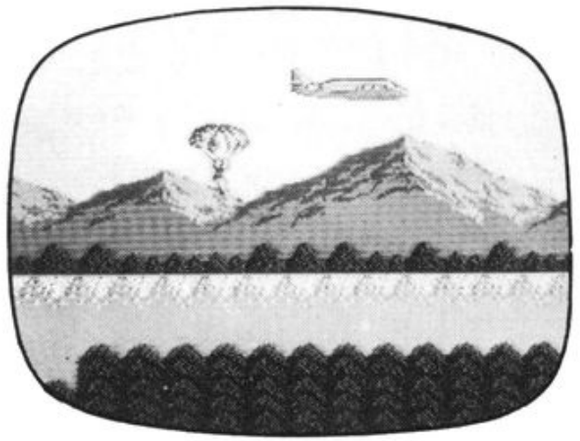
You were lucky. You made it out.

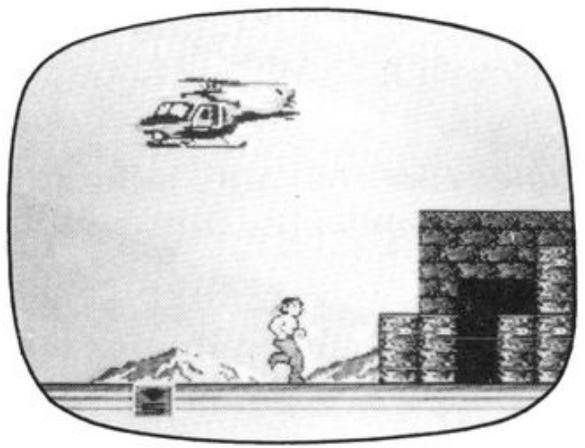
But many of them weren't. They're still there. Prisoners. Suffering under the worst of conditions.

They need your help. And they need it now.

With every passing minute another life will be lost to sickness, disease and sheer torture.

So go in there and get them... Now.





ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES Into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4.

Distributed and marketed by Acclaim Entertainment, Inc.
189 South Street, Oyster Bay, N.Y. 11771

RAMBO is a registered trademark of Carolco. © 1985, 1988 Carolco. All Rights Reserved. Sublicensed by Sega of America, Inc., under authorization by Carolco. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Game Pak "NES-GP"
Acclaim™ is a trademark of Acclaim Entertainment, Inc.
Package designed and produced by CMR.
© 1988 Acclaim Entertainment, Inc.
Printed in Japan